

Europäisches Patentamt
European Patent Office
Office européen des brevets



(11) EP 0 725 337 A1

(12) EUROPEAN PATENT APPLICATION

(43) Date of publication:
07.08.1996 Bulletin 1996/32

(51) Int. Cl.⁶: G06F 9/44

(21) Application number: 95308782.2

(22) Date of filing: 05.12.1995

(84) Designated Contracting States:
DE FR GB

(30) Priority: 23.01.1995 US 376712

(71) Applicant: International Business Machines
Corporation
Armonk, N.Y. 10504 (US)

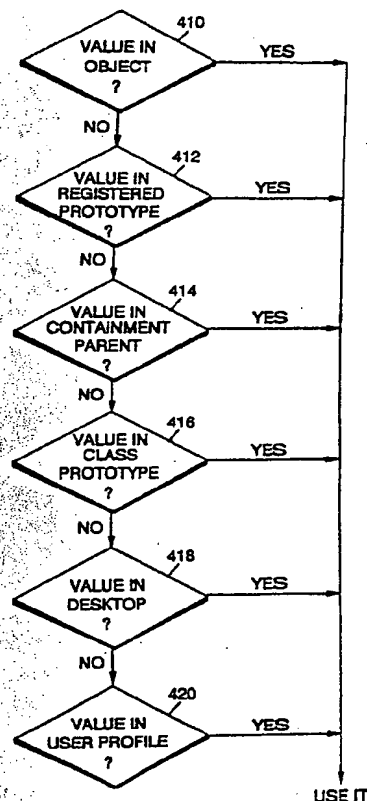
(72) Inventors:
• Berry, Richard E.
Georgetown, Texas 78628 (US)
• Shukla, Amitabh
Round Rock, Texas 78681 (US)

(74) Representative: Davies, Simon Robert
I B M
UK Intellectual Property Department
Hursley Park
Winchester, Hampshire SO21 2JN (GB)

(54) Data processing system

(57) A method and system provides a prototypical object 220 which can be copied to create a derived object. A derived object can contain attribute values or it can hold a reference to its prototypical object. If a required value is not held by the prototypical object, the object searches up an object hierarchy to find the required attribute. In addition, each object can register an interest in a prototypical object that contains required attributes. If an attribute of a prototypical object changes, the prototypical object informs all registered objects of the change. At runtime, the prototypical object becomes a master object whose attribute values can be changed by the user, whereby changes in master object attributes are propagated to all registered derived objects.

FIG. 4



EP 0 725 337 A1

AL

Description

This invention relates in general to data processing systems, and more particularly to data processing systems that support an object oriented development environment.

The operation of a computer system is controlled by a computer program or group of programs called the Operating System ("OS"). In early operating systems, such as UNIX, a computer user input commands to the OS using a command line interface ("CLI"). A typical CLI consisted of a prompt and cursor on the computer screen. The user could issue a command to the operating system by typing the name of a program or command and then pressing an "Enter" key to send this input to the OS. The OS would then process the command and respond accordingly.

Later, more advanced OSs were developed which utilized a graphical user interface ("GUI") in combination with a mouse or other form of pointing and selecting device. In GUIs, the mouse controls a cursor which typically is portrayed as an arrow on the computer screen. In addition, the computer screen is separated into different regions, wherein each region represents different aspects of the computer system like the OS or an application program. The user controls the computer system by using the mouse to move the cursor over a desired region and then selecting a desired operation.

Current state of the art GUIs utilize an object oriented design. The phrase "object oriented" refers to a programming and design method in which program elements are organized as groups of objects, objects are instances of classes, and multiple classes are linked by inheritance relationships. Each class has a set of attributes that define the purpose of that class within the computer system. The organization of the object classes is hierarchical and attributes may be shared and propagated either upward or downward in the hierarchy. For further explanation of object oriented programming and design, the reader is referred to Grady Booch, Object Oriented Design with Applications, pp. 25-74, 1991. It is assumed that the reader of the present application is familiar with the contents of this document.

In object oriented GUIs such as IBM's OS/2, objects are represented as bitmaps on the computer screen. The background object on which other objects are displayed is called the "desktop." A user manipulates objects by using the mouse to perform actions on them. For example, the user can use the mouse to press a button object or move a window frame object. This type of GUI is preferable because all objects of a particular type are either of the same class or related to each other. Thus, a user can control all of the objects of a particular type by using the same methods, e.g., pressing a button by clicking the mouse over it.

With the advent of object oriented GUIs also came object oriented development environments ("ODEs"). OODEs are computer programs or groups of programs that allow a software developer to create object oriented programs. OODEs typically have a palette of objects with which the developer builds an application. Each object on this palette is different and serves as a template for the developer. A palette object's attribute settings are the default settings for that object. To use an object on the palette, the developer copies the object and places the copy in the application. The copy of the palette object is called the "derived object." The derived object has the same attribute settings as the original palette object.

If the developer wishes to change a derived object attribute to a different setting than that of the palette object, the developer must call up the property sheet for that object. The property sheet contains a list of all the modifiable attributes for that particular object type. Typical properties for an object include its shape, size, font, color and action when selected. The developer can change objects individually or by selecting a group of objects and then editing the attributes common to the objects. However, this method of attribute selection is awkward and time consuming. The developer must either spend considerable time editing each object individually or group the objects and risk unintentionally changing certain attributes.

Another problem with prior art OODEs is that the attributes are fixed at the time of development. There is no way to change object attributes after the program has been fully developed and converted into a run-time version. Thus, when a user executes an application developed with an OODE, the attributes of the objects in that application may not match the user's preferences or the attributes of other objects that are on the desktop.

Accordingly, the invention provides a data processing system having an object oriented development environment including an object hierarchy utilizing property inheritance, said system being characterised by:

a prototypical object in said object hierarchy;

a derived object derived from said prototypical object, said derived object being in said object hierarchy and having at least one attribute; and

attribute delegation means associated with said derived object for retrieving a value of said at least one attribute by searching said object hierarchy for said value.

In a preferred embodiment, said object hierarchy further comprises a containment parent of said prototypical object, a static class prototype for said prototypical object, a desktop, and a user profile having at least one attribute.

It is also preferred that there are object registration means for registering an interest of said derived object in said prototypical object, and also conversion means for converting an application developed with said object oriented development environment into a runtime application having master objects.

The invention further provides a method of developing an object oriented application, adapted for execution on a data processing system, in an object oriented development environment including an object hierarchy utilizing property

inheritance, characterised by the steps of:

- creating a prototypical object in said object hierarchy;
- deriving a derived object having at least one attribute from said prototypical object; and
- searching said object hierarchy to retrieve a value for said attribute of said derived object.

Following such an approach, an application developer may easily and efficiently change the attributes of application objects, and an application user may easily and efficiently change the attributes of application objects at runtime. In addition object oriented applications may be closely integrated with the desktop. The invention typically finds application in, and effectively provides, an object oriented development environment including an object hierarchy and techniques for propagating values via property inheritance.

Thus in a preferred embodiment, a prototypical object is provided which may be copied to create a derived object. The derived object may contain attribute values or it can hold references to prototypical objects. If a required value is not held by a prototypical object, the object searches up an object hierarchy to find the required attribute. In addition, each object may register interests in prototypical objects. If an attribute of a prototypical object changes, the prototypical object informs all registered objects of the change. At runtime, the prototypical object may become a master object whose attribute values can be changed by the user. Changes in master object attributes are propagated to all registered derived objects.

From another aspect, the invention provides a data processing system for processing an object oriented development environment, said system comprising:

- a central processing unit for processing said object oriented development environment;
- display means for displaying said object oriented development environment;
- an object hierarchy utilizing property inheritance, said object hierarchy associated with said object oriented development environment;
- a prototypical object in said object hierarchy;
- a derived object derived from said prototypical object, said derived object in said object hierarchy and having at least one attribute; and
- attribute delegation means associated with said derived object for retrieving a value of said at least one attribute by searching said object hierarchy for said value.

An embodiment of the invention will now be described in detail by way of example only, with reference to the following drawings:

Figure 1 is a diagram of computer system hardware;

Figure 2 is a pictorial representation of an object oriented developing environment as displayed on a computer screen;

Figure 3 is a pictorial representation of an attribute sheet for a button object as displayed on a computer screen; and

Figure 4 is a flow chart representing the steps followed when an object searches the object hierarchy for an attribute value.

A representative hardware environment for practicing a preferred embodiment of the present invention is depicted in Figure 1, which illustrates a typical hardware configuration of a workstation having central processing unit 10, such as a conventional microprocessor, and a number of other units interconnected via system bus 12. The workstation shown in Figure 1 includes random access memory ("RAM") 14, read only memory ("ROM") 16, and input/output ("I/O") adapter 18 for connecting peripheral devices such as disk units 20 and tape drives 40 to bus 12, user interface adapter 22 for connecting keyboard 24, mouse 26, speaker 28, microphone 32, and/or other user interface devices such as a touch screen device (not shown) to bus 12, communication adapter 34 for connecting the workstation to a data processing network, and display adapter 36 for connecting bus 12 to display device 38.

The display of an object oriented developing environment ("OODE") is shown in Figure 2. Displayed is toolbar 210 containing a palette of objects and "card" 212 onto which the objects can be copied. The objects in the palette include rectangle 214, ellipse 216, text input field 218 and button 220.

Each object 214-220 on toolbar 210 is a prototypical object of a static class. A "class" is an abstract concept meaning a set of objects that share a common structure and behavior. A "static" object is an object whose structure and behavior are fixed. A prototypical object is an instance of a class. That is, the prototypical object has the structure and behavior defined by the class. Again, for a better understanding of object-oriented design and programming, the reader is referred to the Booch text cited above.

Each prototypical object 214-220 has one or more attributes. The number and type of attributes depends on the object's class. For example, button object 220 can contain attributes such as background color, button action and size. Rectangle object 214, on the other hand, can contain attributes such as fill color, contents, border type and size.

Card 212 is the place onto which prototypical objects 214-220 are copied in order to build an object oriented application. A card is also an object. Typical OODEs allow applications to be built from a group of cards, called a "stack." The

stack is arranged in a certain order so as to control program flow. Various program objects, such as buttons, bring certain cards to the top of the stack. The card at the top of the stack is displayed to the user on display device 138.

The OODE allows a program developer to create cards and then place objects on the cards. After the developer creates card 212, the developer can copy prototypical objects 214-220 from toolbar 210 onto card 212. These copied objects are called "derived" objects. Derived objects are of the same class and instance as the prototypical object from which they were derived and take all of their attribute information from the prototypical objects.

Both prototypical and derived object attributes can be changed by calling up an attribute sheet for an object or group of objects. The attribute sheet contains a list of the object attributes for that object. If the sheet for a group of objects is called up, only the attributes that are common to the group will be on the sheet. Using this sheet, the user can edit the attribute values of an object.

Attribute sheets are comprised of stacks of card objects like card 212. Each card enables the editing of a specific attribute and is accessed by selecting a tab object located on the card. When the tab is selected, the associated card is brought to the top of the stack. Once the card is on top of the stack, the other objects on the card can be manipulated to set an attribute value.

Figure 3 depicts top card 310 of the attribute sheet for button object 220. Button 220 has one attribute: background color. This attribute is indicated by tab 312 associated with the top card 310. To change the background color for button object 220 the developer selects tab 312 on attribute sheet 310, then the developers selects a color from the displayed palette of rectangle objects 316. After a color is selected, the developer can edit the color by pressing button 318, select the color by closing the attribute sheet using window button 324 or cancel the selection by pressing button 320.

Each attribute sheet also has register button 326. The user selects register button 326 to register that particular attribute in a prototypical object. If an attribute is registered in a prototypical object, the user will not be able to edit the other values of the attribute on its tabbed page.

Each prototypical object 214-220 maintains a list of all derived objects which have registered an interest in it. If an attribute value of a prototypical object 214-220 is changed, the new attribute information is passed to all derived objects which are registered in that prototypical object. If a registered derived object has one of the changed attributes, it will update that attribute as necessary.

If the OS or a program requires a derived object's attribute value, that object will search its hierarchy to get the value for that attribute. Figure 4 is a flowchart which shows how an object will retrieve a required attribute. Initially, at step 410, the object will check itself for the attribute value. At step 412, the object looks to its registered prototype for the attribute value. At step 414, the object looks to its containment parent, e.g., the card containing the object. At step 416, the object looks to the class prototype. At step 418, the object looks to the user's desktop settings. If the attribute value is found in any of the prior steps, the object will use that value. Otherwise, the object will check with the user profile (step 420), which always contains values for all attributes.

The following example shows how a preferred embodiment of the present invention is implemented in the C++ programming language. For a complete understanding of C++, the reader referred to M. Ellis & B. Stroustrup, The Annotated C++ Reference Manual, Addison-Wesley Pub. Co., 1990; it is assumed that the reader of the present application is familiar with the contents of that manual. The following code describes a class for a button object:

```

40      *class Button
      {      public:
          Color GetBackgroundColor();
          void SetBackgroundColor();
45          void SetBGColorPrototype();
          private:
          Color fBackground;
          static Button fClassPrototype;
50          fBGColorPrototype;
          Button parent;
      };
55

```

Note that this button contains only one attribute: background color. Of course, in practice a button might have any number of attributes. However, only one is necessary in this example of the present invention. The button has three pub-

lic functions: GetBackgroundColor(), SetBackgroundColor() and SetBGColorPrototype(). In addition, the button has four private variables: "fBackground," "fClassPrototype," fBGColorPrototype," and "parent."

The following code describes the class of a prototypical button object:

```

5      class ButtonTool
          {      public:
                  Button fButtonPrototype;
10      };

```

This prototypical object has one public variable: "fButtonPrototype." Because this variable is an object of class Button, it has all of the attributes and variables set out in the above definition of class Button.

In an OODE, an object of class ButtonTool is placed on toolbar 210. This object serves as prototypical button 220. When the developer copies this object for use on card 212, the OODE automatically creates a derived object identical to "fButtonPrototype" and places it on the card (not shown). The derived object has the same attribute values as prototypical button 220.

In class Button, an object's background color is held by the "fBackground" variable. The "SetBackgroundColor()" function sets this variable. The "GetBackgroundColor()" function retrieves an object's background color. If a color value is not held in "fBackground" (step 410), the function looks to the registered prototypical object contained in "fBGColorPrototype" (step 412). Next, the function will look to the object's containment parent as held by the "parent" variable (step 414). After the parent, the function will look to the class prototype as held in "fClassPrototype" (step 416). If none of the objects in those variables contain a background color value, the function will automatically check for a value in the desktop (step 418). If the desktop does not contain a background color, the function will check with the user profile (step 420). The user profile contains a value for every object attribute.

The "SetBGColorPrototype()" function registers an interest in a prototypical object and sets the "fBGColorPrototype" variable. If there is an existing registered prototypical object, it will deregister that interest.

As mentioned above and shown in Figure 3, the developer can change a derived object's attribute values by editing that object's attribute sheet or by changing an attribute in a registered prototypical object. When an attribute value of a prototypical object is changed, that object causes an "ObjectChangedEvent" message to be sent to all registered objects. The registered derived objects receive this message and update their variables accordingly.

When the developer has finished developing the application, the developer uses the OODE to convert the developed application into a runtime version. During this conversion, the prototypical objects become master objects. The attributes of the master objects can be edited by the application user. This way, a user can easily change the attributes of a particular group of objects by changing the master object. Of course, the user can also change the program objects individually.

40 Claims

1. A data processing system having an object oriented development environment including an object hierarchy utilizing property inheritance, said system being characterised by:
 - a prototypical object (220) in said object hierarchy;
 - a derived object derived from said prototypical object, said derived object being in said object hierarchy and having at least one attribute (312); and
 - attribute delegation means associated with said derived object for retrieving a value of said at least one attribute by searching said object hierarchy for said value.
2. The data processing system of claim 1, wherein said object hierarchy further comprises a containment parent of said prototypical object.
3. The data processing system of claim 1 or 2, wherein said object hierarchy further comprises a static class prototype for said prototypical object.
4. The data processing system of any preceding claim, wherein said object hierarchy further comprises a desktop.
5. The data processing system of any preceding claim, wherein said object hierarchy further comprises a user profile having at least one attribute.

6. The data processing system of any preceding claim, further comprising object registration means for registering an interest of said derived object in said prototypical object.
7. The data processing system of any preceding claim, further comprising conversion means for converting an application developed with said object oriented development environment into a runtime application having master objects.
8. An object oriented development environment adapted for use in the data processing system of any preceding claim.
9. A method of developing an object oriented application, adapted for execution on a data processing system, in an object oriented development environment including an object hierarchy utilizing property inheritance, characterised by the steps of:
 - creating a prototypical object in said object hierarchy;
 - deriving a derived object having at least one attribute from said prototypical object; and
 - searching said object hierarchy to retrieve a value for said attribute of said derived object.
10. The method of claim 9, wherein said object hierarchy comprises a containment parent of said prototypical object.
11. The method of claim 9 or 10, wherein said object hierarchy comprises a static class prototype for said prototypical object.
12. The method of any of claims 9 to 11, further comprising the step of registering an interest of said derived object in said prototypical object.
13. The method of any of claim 9 to 12, further comprising the step of converting said application developed with said object oriented development environment into a runtime application having a master object.

FIG. 1

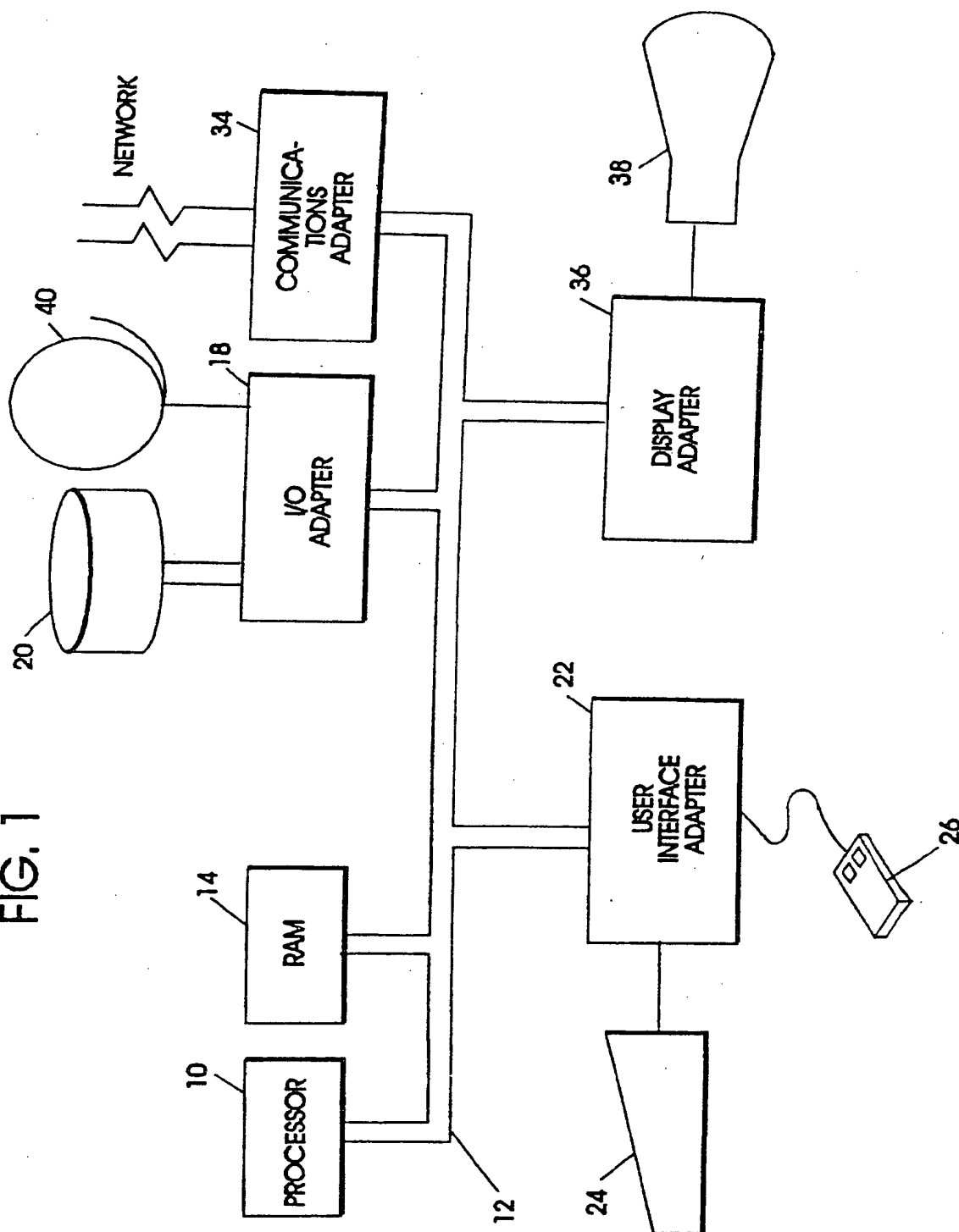


FIG. 2

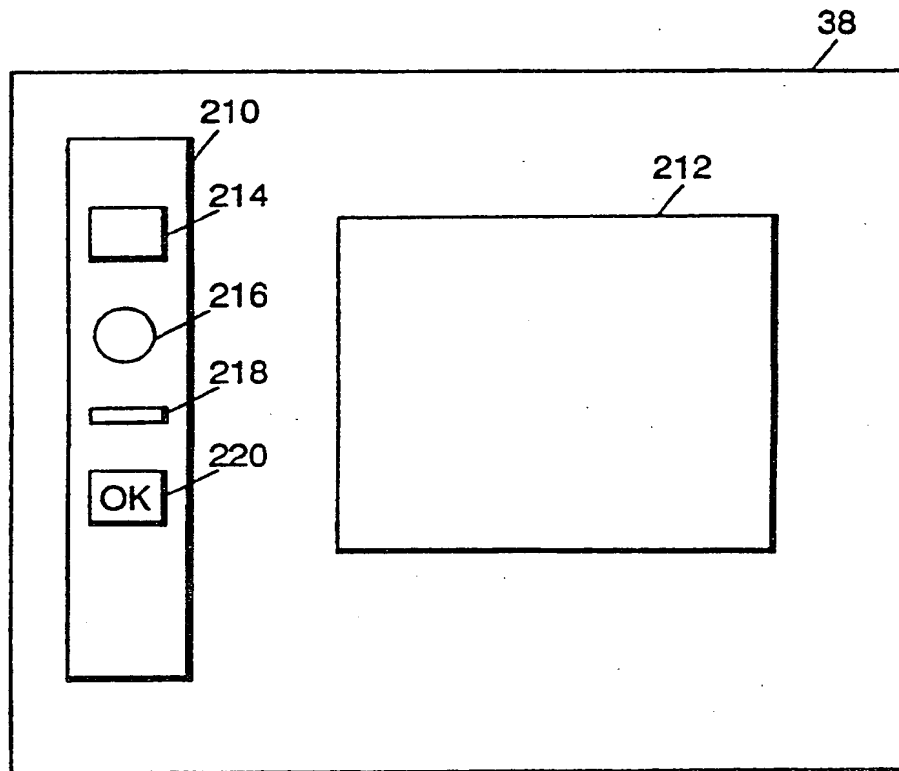


FIG. 3

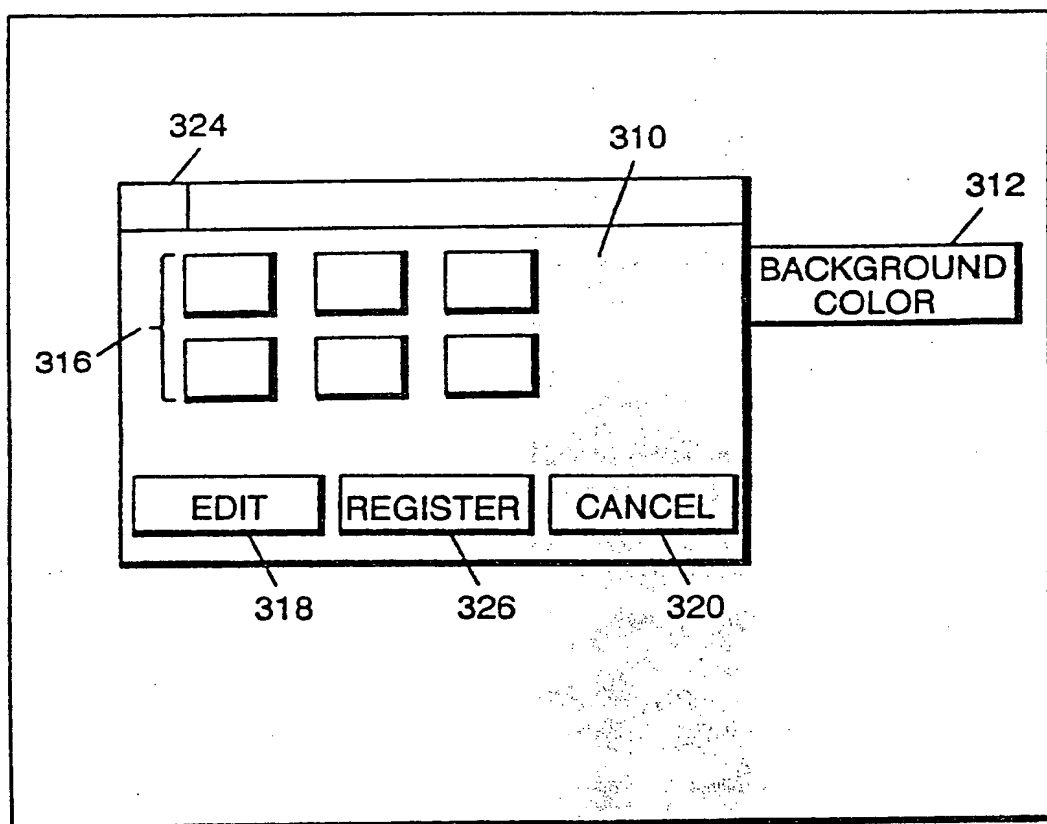
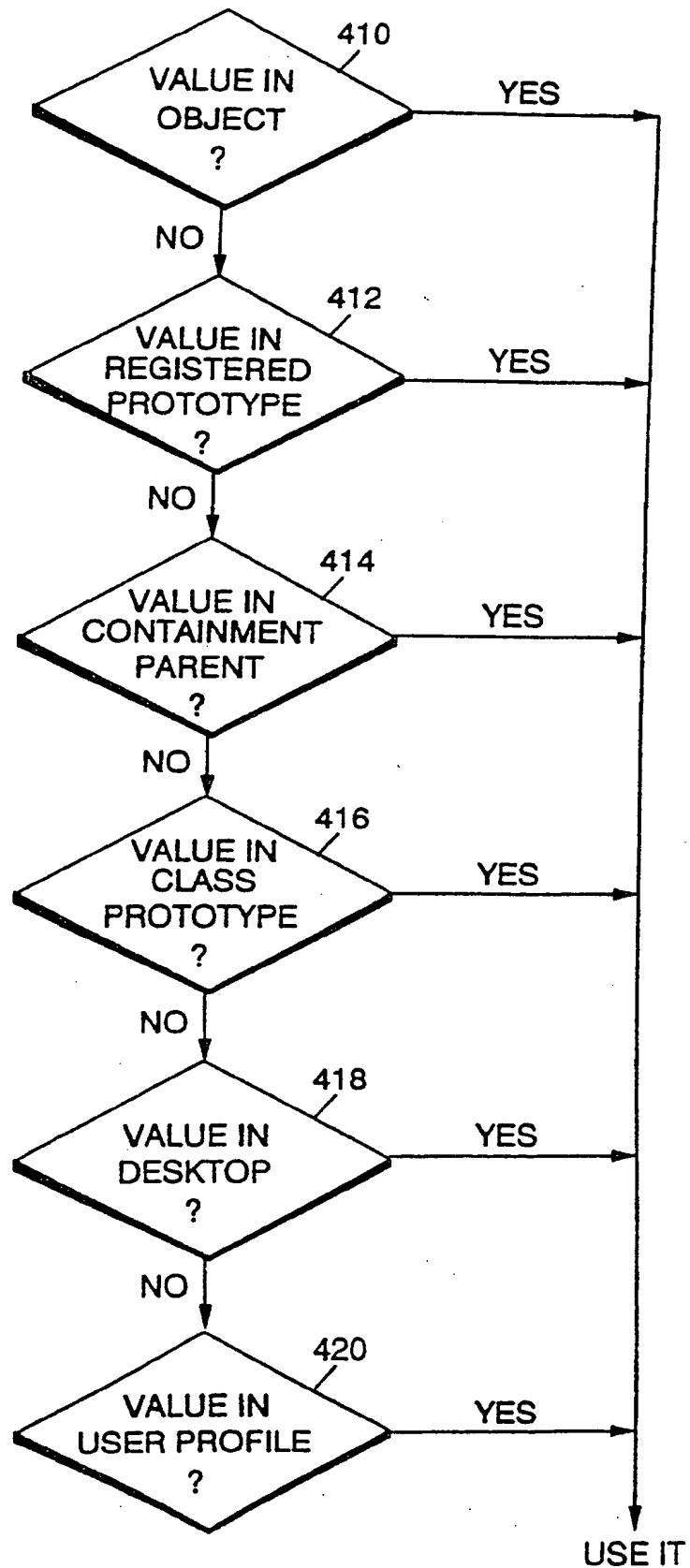


FIG. 4





European Patent
Office

EUROPEAN SEARCH REPORT

Application Number
EP 95 30 8782

DOCUMENTS CONSIDERED TO BE RELEVANT			
Category	Citation of document with indication, where appropriate, of relevant passages	Relevant to claim	CLASSIFICATION OF THE APPLICATION (Int.Cl.6)
X	ACM SIGPLAN NOTICES, vol. 27, no. 10, 1 October 1992, pages 184-200, XP000327298 MYERS B A ET AL: "DECLARATIVE PROGRAMMING IN A PROTOTYPE-INSTANCE SYSTEM: OBJECT-ORIENTED PROGRAMMING WITHOUT WRITING METHODS" * page 185, left-hand column, line 1 - line 16 * * page 185, right-hand column, line 27 - line 39 * * page 186, right-hand column, line 18 - line 27 * * page 187, left-hand column, line 48 - page 188, left-hand column, line 6 * * page 188, right-hand column, line 9 - line 21 * * page 189, right-hand column, line 4 - line 9 * -----	1-6,8-13	G06F9/44
			TECHNICAL FIELDS SEARCHED (Int.Cl.6) G06F
The present search report has been drawn up for all claims			
Place of search THE HAGUE		Date of completion of the search 29 May 1996	Examiner Brandt, J
CATEGORY OF CITED DOCUMENTS X : particularly relevant if taken alone Y : particularly relevant if combined with another document of the same category A : technological background O : non-written disclosure P : intermediate document T : theory or principle underlying the invention E : earlier patent document, but published on, or after the filing date D : document cited in the application L : document cited for other reasons & : member of the same patent family, corresponding document			

EPO FORM 1503 01.92 (P04C01)

THIS PAGE BLANK (USPTO)